

جامعة الانبار	الجامعة
كلية التربية للبنات	الكلية
قسم اللغة الانكليزية	القسم
الاولى	المرحلة
مسرح	اسم المادة باللغة العربية
<b>Drama of two worlds</b>	اسم المادة باللغة الانكليزية
<b>Asraa Shafer Hamad</b>	اسم التدريسي
كل انسان	عنوان المحاضرة باللغة العربية
<b>Everyman</b>	عنوان المحاضرة باللغة الإنكليزية
<b>3</b>	رقم المحاضرة
<b>Everyman studyguide</b>	المصادر او المراجع

## CHARACTERS

### 1. EVERYMAN

Everyman is an allegory for all humanity. He has lived a sinful life during which he sought out pleasure and accumulated wealth. He did not engage in charity, nor did he consider his immortal soul. When Death comes to him, he begs, stalls, and tries to bribe his way out of consequences. He is upset that his friends and family will not help him though it is clear in their position he would do the same. Although Everyman begins the play afraid, confused, and hurt, he becomes calmer and braver through the faithfulness of Good-Deeds and the moral guidance of Knowledge. He is genuinely grateful for their friendship. Confession and communion soothe his soul, and by the end of the play, he is ready to die. He is distressed that his Strength, Beauty, Discretion, and Five-Wits will not come to the grave, but he is comforted by Knowledge and Good-Deeds. He ascends from the grave into heaven and is saved.

### 2. DEATH

Death travels at God's command. Death boasts about how he will "beset all who liveth beastly," with the implication that his power over the righteous is limited. Death will accept no bribery and chastises Everyman that he should have known Death would always come. Death is implacable (not able to be appeased) and repeats his unrelenting message. He comes for every person; this is his mission from God.

### 3. GOOD-DEEDS

Good-Deeds is earnest and true. She is the only character who is willing and able to come with Everyman after death to plead his case before God. She represents the good everyman has done in his life. She wants to help Everyman even when she is too weak to do so. She directs him to her sister, Knowledge, who provides Everyman with the guidance to achieve salvation. The state in which Good-Deeds is introduced is an important moral feature of the play. Because Everyman has been miserly and wicked, she is too small and weak to move, and the weight of his sin crushes her down. As Everyman pursues penance and righteousness, she becomes strong enough to stand as

his advocate. Without a proper religious life and the intervention of the Church, she would have been unable to help him.

#### **4. KNOWLEDGE**

Knowledge is the sister of Good-Deeds and represents the understanding of right and wrong. Knowledge is a wise and virtuous guide for Everyman, and she guides Everyman to religion and correct behavior. Though she cannot follow Everyman after his death, she stays with him when all his other earthly friends have left him. He responds her with genuine gratitude, and she stays by his grave after he passes.

#### **5.GOD**

God is the Christian creator figure, who is a trinity composed of the Father, Jesus, and the Holy Spirit. God appears only once in the play to establish the moral state of humanity and to send Death for Everyman. Still, He is a constant presence in Everyman's quest for salvation. Everything that happens in the play is set out by God's design. He has laid out the conditions of Everyman's redemption and the path by which redemption can be accomplished. He has given power to His earthly representatives, the clergy. In the end, Everyman's reward is to be with Him.

#### **6. ANGEL**

The Angel is a heavenly being who announces Everyman has been saved.

#### **7.BEAUTY**

Beauty is an allegorical character who personifies earthly beauty. She is the first of Everyman's virtuous friends to leave him, as she would rot away if she followed him into the grave.

#### **8. CONFESSION**

Confession is described as a holy man. He gives Everyman a penance that absolves his sins and frees Good-Deeds to go with Everyman before God.

#### **9. COUSIN**

Cousin is Everyman's relative, who pledges his support but forsakes him when Everyman is called by Death.

## **10. DISCRETION**

Discretion is an allegorical character who personifies Everyman's ability to make wise decisions. He leaves Everyman after Strength.

## **11. DOCTOR**

The Doctor is a scholar who summarizes the moral of the play for the audience. Fellowship represents Everyman's friends. He declares he will stand by Everyman through hell but is only interested in being Everyman's friend in good times and merriment.

## **12. FIVE-WITS**

Five-Wits is an allegorical character who represents Everyman's ability to perceive and comprehend and who leaves him as he is dying. He serves as a foil to Knowledge, who helps Everyman understand his spiritual shortcomings.

## **13. GOODS**

Goods is an allegorical character who represents all of Everyman's wealth and possessions. Though Everyman loves him best, he reveals himself to be a force for damnation.

## **14. KINDRED**

Kindred represents Everyman's family. He promises to help Everyman but refuses to go with him to God.

## **15. MESSENGER**

The Messenger opens the play by requesting the audience's attention and preparing them for the play's contents.

## **16. STRENGTH**

Strength is an allegorical character representing Everyman's physical strength. She leaves him when he dies.



